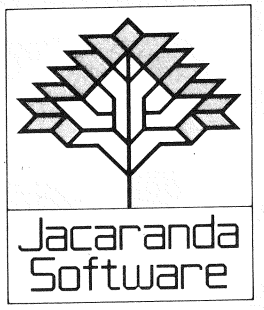

Gold-Dust Island

Student's Guide

First published 1984 by
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236 Dominion Road, Mount Eden, Auckland 3, N.Z.

Typeset in 10/11pt Triumvirate Light

Printed in Australia
Reprinted 1985

Reprinted 1986, 1989 by
Watson Ferguson & Co., Brisbane

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This Student's Guide is designed to help you become familiar with some of the decisions you will constantly need to make as you play *Gold-Dust Island*.

In this game there are lots of features you can use to your advantage if you fully understand them.

In addition, this manual contains charts, diagrams and pictures that will help you understand what is happening on the screen.

Make sure that you also consult the Operating Manual for information on how to run the game on your computer.

Introduction

Gold-Dust Island is a computer game for 2–5 players. It is a special sort of game called a **simulation** game. This means that the computer "simulates" a situation (sets up a model that resembles the real thing) and lets you experiment to see what happens if you make one decision or another, without coming to any harm.

Of course, a game is a game, and a lot of fun to play! But in a simulation game you can often learn things about people and what can happen when they do one thing or another in real life. Perhaps you might see something like this when you are marooned on *Gold-Dust Island*.

The first part is up to you

In the beginning you have to imagine a few things. You are on board a ship when suddenly a cyclone strikes and it is swamped by a huge wave. Practically everyone on board is drowned except for you and a few others who, miraculously, find yourselves washed ashore.

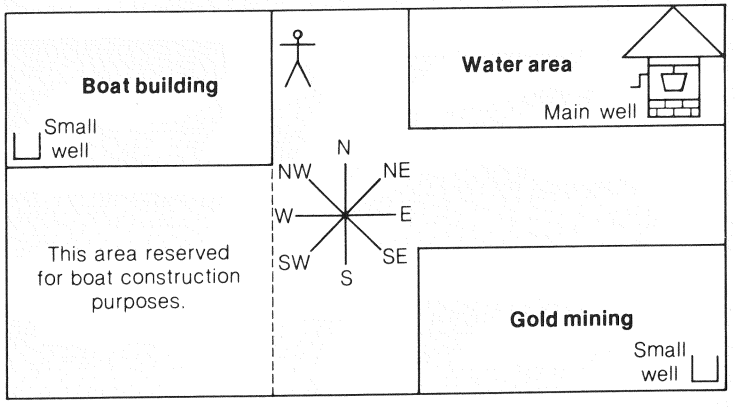
As you wander about the beach, you each find two or three tools that have been washed up in the storm. (The computer decides who finds what tools, and will let you know when you play the game.)

You soon decide that it isn't much use sitting on the beach all day long, so you set out to explore, and arrange to meet back on the beach in the evening.

After a day of exploring, the following facts become known:

- You are marooned on a deserted island.
- To the west of your present position is a lot of wreckage from your ship.
- To the east is a freshwater spring, the only source of drinking water on the island.
- To the south-east, right across the island in the far corner, there is evidence of gold mining in the past, although the mine appears to have been abandoned for years.

It is now possible to draw a simple plan of your island (which you name Gold-Dust Island, partly because of the gold mine, and partly because the sand on the beach gleams like golden grains) and the computer uses this plan to let you see what's going on.



A computer plan of Gold-Dust Island. The computer will not print any words on the screen. The labels and compass directions on this plan are to help you find your way about. Consult the Operating Manual for instructions on what to do in each area.

Sitting on a beach is not at all productive if you happen to be marooned on an island, especially if it's hot and you're thirsty. So the first thing that each person has to do is make a water container out of canvas or large leaves, and fill it with enough water to last for ten days. As berries, shell-fish and coconuts are plentiful, food isn't a problem.

But — what happens next? Here you are, on the northern beach with your water containers when the game starts: the rest of the story is up to you! However, before we rush off willy-nilly all over the island, let's take a little time to consider some possibilities and consequences.

For a start, two facts are apparent:

1. This island is in a cyclone area, and this is the cyclone season.
2. When it is discovered that your ship has disappeared, a rescue ship will be sent out.

It's likely that another cyclone will hit the island. Will the rescue ship come before the next cyclone arrives? Without shelter, it is unlikely that you will survive a cyclone (as shown by the human skeletons around the abandoned gold mine!).

A few problems

There is enough wreckage to the west to enable you to build a boat. Of course, it might take a long time to build a boat on your own, but if a few people were to get together with the right sort of tools, you could be sailing away in safety.

On the other hand, if a rescue ship were to come quickly, you'd have wasted your time and effort in building the boat. And if a rescue ship *did* arrive, it would be nice to leave with some gold, wouldn't it?

But what if you spent your time digging up gold (as long as you had the right tools and some luck, of course) and a cyclone arrived first? It really is a bit of a worry!

Then, there's the problem of tools — suppose you really want to go gold digging, but the only tools you have are a hammer and a saw. They'd be better for boat building, but you won't get rich that way. You'd probably want to trade them for something else, such as a pick and explosives. Or perhaps you'd decide to make the best use of what you had — try them out for gold mining and prevent anyone from using them on the boat.

And, worst of all, there's the problem of water. Every day your water supply will go down, and you can't prevent this. If your water runs out and you aren't near anyone who'll help,

you'll dehydrate and die. If you die, no one else can find your tools or gold; they are lost with you. Remember, once you're dead, there are no second chances!

Options

Each day you will have to make a decision on how you will spend your time. The computer will print out the following message:

IT IS YOUR TURN, (*name of player will be shown here*)
DO YOU WANT TO: (S) SEE STATUS, (M) MOVE,
(W) FETCH WATER, (F) FILL WELL, (T) TRADE,
(B) BUILD BOAT, (D) DIG FOR GOLD? →▨

How to do each of these things is described in the Operating Manual. But let's now consider the possibilities you face, and some of the consequences of your actions. They will be discussed in this order:

(S) See status page 4
(M) Move page 5
(W) Fetch water page 5
(F) Fill well page 6
(T) Trade page 8
(B) Build boat page 10
(D) Dig for gold page 12

(S) See status

As this is an information option only and has no direct bearing on the way the game goes, it isn't necessary to discuss it further than to point out that you should always be using it to keep up-to-date — if you are planning a strategy of any sort, you need to know all the facts, all the time. This is the only option that doesn't take up a turn by itself — you can see your status, and **then** have a turn.

Another piece of handy knowledge is the value of your tools for either boat building or gold digging. The following chart will help you to make decisions on how your tools could be best employed. (For convenience, the chart also appears on the back cover of this booklet.)

Tool value chart

Boat-building units		Gold-digging chances	
Timber	10	Explosives	10
Hammer	4	Pick	8
Nails	3	Shovel	5
Saw	3	Axe	3
Chisel	2	Rope	2
Axe	2	Timber	1
Explosives	0	Hammer	0
Pick	0	Nails	0
Shovel	0	Saw	0
Rope	0	Chisel	0

Your work on the boat will be assessed by adding together the values of the tools you use. Your ability to find gold will be worked out by **considering** the value of the tools you are using, although some days you might be luckier than others.

(M) Move

You have to move if you want to get around the island, even to get water. Each time you choose to move, you use a day. To move from the boat-building area to the gold-digging area could take you more than four days. (It might be wise to go via the well if you are running short of water!)

You also have to make some decisions about moving if you want to trade with someone. Usually the person who initiates the trading decision might be expected to make the first move, but that's up to you to decide. When you move, everything goes with you automatically — all your gold, boat points, tools and water. But you can't obtain any extra gold, boat points, water or tools **during** a move.

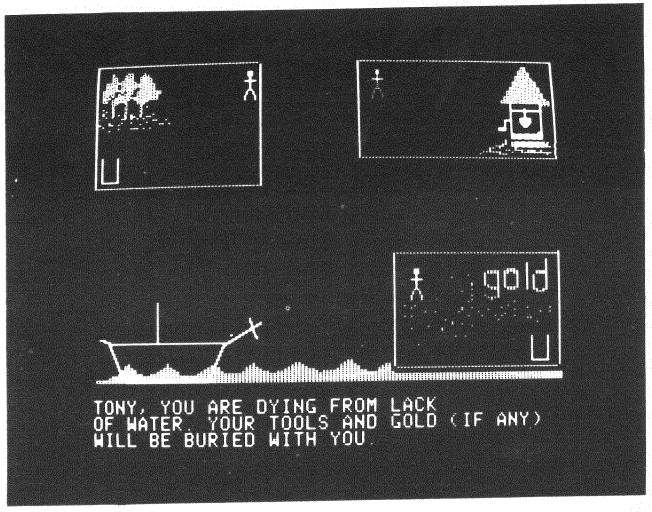
(W) Fetch water

Fetching water is different from filling the well. To fetch water you **must** be in the area containing the well with the bucket. When you elect to fetch water by typing W (RETURN) you will be given ten days supply. There is no other reason to go to the

well area. However, you will find it is a popular spot during the game if players haven't worked out a better system of keeping themselves supplied with water.

You will find that, if you choose to trade water with someone, you can give them only enough to make their supply up to ten days. (The computer assumes that you tip the water from your container into theirs; therefore, once they have ten days supply of water, any more that you give them will spill out onto the ground and be wasted.) **There is no way that you can have more than ten days water in your personal supply.**

Remember that it takes at least three days to get to the water area from the gold-digging or boat-building areas (**at least** two days to move, plus one day to collect the water), so don't delay for too long before setting out.



When a player dies, the computer will play a funeral dirge and mark the grave with a cross.

(F) Fill well

It is not necessary to fill the wells in the boat-building and gold-mining areas — they can remain bone dry for the entire game if you wish.

However, these wells can perform a special function if you make use of them.

As you will find out, your water supply will be depleted one day at a time. (The first turn you have is counted as day 1. Day 2 is not counted until you have your second turn, regardless of how many others are playing.) Everyone's water goes down one day at a time as they play. Therefore, if four people were boat building, a **total** of four days water would be lost each day, because **each player** would lose one day of water.

However, if there is any water in the small well in the boat-building area, only one day of water will be lost from the well **altogether**, and that will only be after each person in the area has had a turn. In other words — **if you are in an area where there is water in the small well, no water will be deducted from your own supply until the well runs dry.**

How could this be used to benefit a group?

Suppose three people decide to go boat building, but only two of them have good boat-building tools. They could come to an agreement like this: the player with poor tools could trade his or her tools with the other two (or give the tools to them) in exchange for a share in the boat-building points. This player could then move backwards and forwards between the main water area and the boat-building area, and keep the well topped up. This would enable the other two to keep building the boat without them all continually having to rush off for water.

Of course, if another player moved in (say from gold mining), this new player would be benefiting from the stored water also, even if he or she had made no contribution to the others' joint effort. You may wish to debate this with your playing partners. (For instance, you may decide that this new boat builder is morally bound to make a contribution to the water in the well.)

If there is water in a small well, but everyone has left the area (perhaps they've all gone gold mining, and are now busily filling *that* well), the well will evaporate one day at a time — water doesn't last in the hot sun.

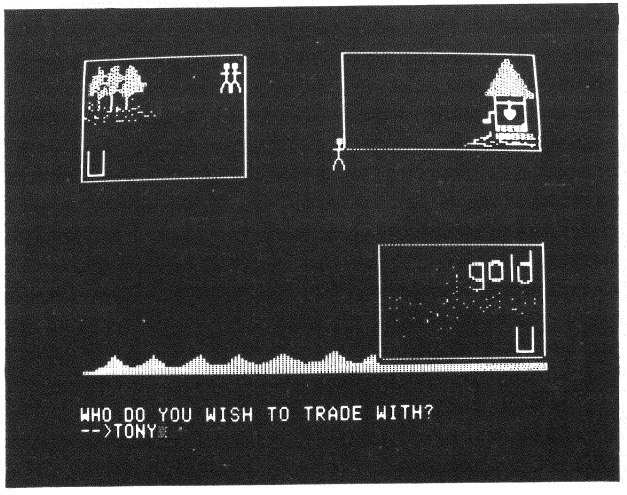
Note: The small wells will only hold ten days water at once. If you pour in more, it will overflow and be wasted.

(T) Trade

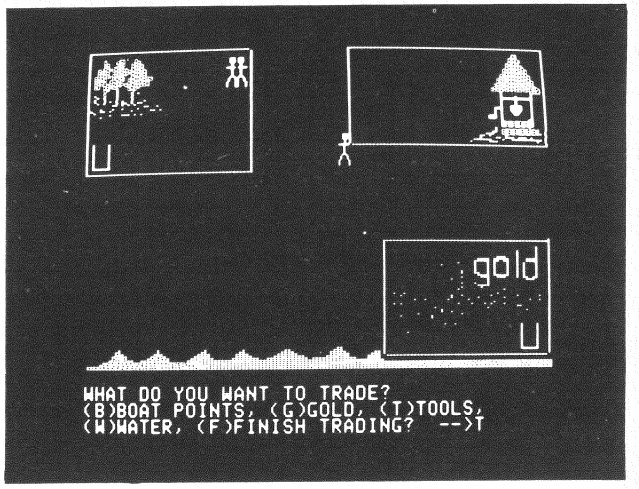
Trading, like filling wells, is something you don't have to do to play the game. But life wouldn't be much fun if we always had to make the most of what we had with no opportunity to exchange, give or receive. And, if you found at the beginning that you'd been allocated an axe and a rope, and the most you could do in a day was contribute two units of work on the boat or use the rope to climb down a gold mine in the small hope of finding a nugget lying on the rock, you mightn't want to do much at all.

Trading allows you to improve your situation in any particular area by arranging an exchange of resources with another player. It is something that you will have to discuss with the other players, because in order to trade you have to be **very** close together, and, if someone wants to trade with you and you agree, you have to decide who is going to move.

Trading in this game is something you arrange on **trust**. You hand over tools, boat points, gold or water on your turn. You can only receive what is being given in return when it is your trading partner's turn. It would be quite easy to be a thief!



You must be less than ten steps apart to trade.



The computer waits for your decision.

If your trading partner chooses to move instead of trading on his or her turn, there is no way you can get what should be given to you, unless you persuade your partner to be fair.

Of course, if one of two players takes an unfair advantage of the trading arrangement, then that player won't be trusted any longer.

Conversely, it may be advantageous just to give somethir g to another player (particularly a tool) so that individuals a e well-equipped for particular roles. Also, if you are close to a player who is about to die through lack of water, it may be to your advantage to give enough water to get the player to the well. (For instance, if that player has the timber and hammer for tools, and very little of the boat has been built, it would be a good idea to keep her or him alive. Then work on the boat can continue.)

Trading allows you to cooperate to make life easier and more productive. If you make arrangements for one player to fetch water continually, you will probably pay that player some sort of wage — say an equal share of the boat points (with a contribution from all who are involved).

But, if players don't want to trade, you certainly can't make

them. You will have to discuss trading with the other players in order to come to an arrangement that suits everyone as much as possible.

(B) Build boat

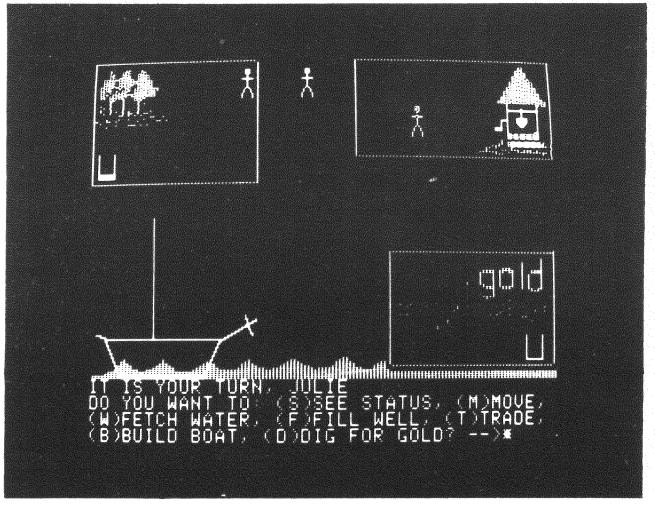
Just below the boat-building area is a large space that you may not enter. This is where the boat will be built.

When you first start the game, there will be a blank space on this part of the screen, and it will stay empty until someone puts some effort into boat building.

It takes twenty units of work to complete each part of the boat, and the boat is not even seaworthy until 120 units of work have been completed, so if everyone goes gold mining and the cyclone comes, all will surely die.

Now, the thing about building the boat is that, if there is a cyclone, you can't expect to be saved (even if part of the boat has been built) unless

1. you got some boat-building points somehow — either by helping to build the boat, or by trading for some, *or*



This boat will only save one person.

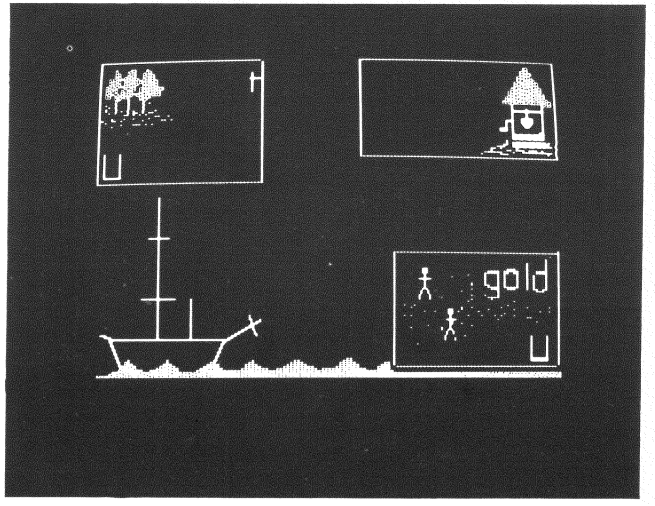
2. the total boat points collected by the other players are high enough to make up for the fact that you didn't help.

The number of passengers that the boat can carry when the cyclone comes depends on how much of the boat has been built. The following chart shows how many players can be saved at each stage of completion of the boat. (That is, if you want the boat to save five people, at least 395 units of work must be put into boat building.)

Boat points required to carry passengers

Units of work	Number of passengers
Less than 120	None
120–179	One
180–239	Two
240–299	Three
300–394	Four
395 or more	Five

The table is repeated on the back cover of this booklet so that you can refer to it quickly.



Building the boat takes effort!

Remember that it might be wise to help out on the boat at some time if you want to make *sure* of being rescued.

However, suppose that there are four players who have built the boat to the stage of 240 points, and all four have contributed more or less the same amount of work. If a cyclone arrives at this stage, the boat can only carry three passengers (see the table of boat points). The computer will check its boat-building records to see in what order players contributed points and who actually contributed the most first. Once a cyclone is on its way, it is too late to do anything but hope that you'll fit on the boat!

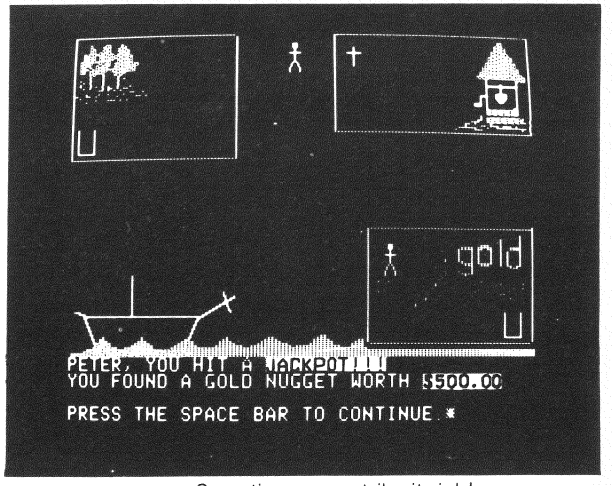
(D) Dig for gold

Digging for gold is exciting. You never know how much you'll find — you may even be lucky enough to strike a nugget worth $500.

The important thing to remember about gold digging is that you will probably be luckier if you have the right sort of tools. Look at the tool value chart on the back cover to help you work out how successful you might be at finding gold. Of course, if you have explosives you are likely to be very lucky indeed if there is any gold to be found — but you probably won't do any work on the boat, so you might want to arrange a trade at some stage during the game.

Don't become so involved in gold digging that you forget to check on your water supply. It would be a pity to strike it rich, die of dehydration, and find afterwards that a rescue ship had come and you might have been sailing away with a fortune in gold!

If you keep a supply of water in the small well in the gold-mining area, you will be able to dig away, day after day, without stopping. Someone has to keep the well topped up, though. Perhaps you could arrange to pay someone to fill the well if you find that you're always striking it rich with your tools.



Sometimes you strike it rich!

Conclusion

Well, now you know something about the decisions you will have to make while on Gold-Dust Island, you should be able to try out lots of ideas during the game.

In this game you can go it alone, or you can cooperate.

If you go it alone, make a fortune, and are saved by the rescue ship, you'll be the winner. But, if a cyclone comes, you'll probably lose.

If you cooperate and work together on the boat, and share all your resources, the outcome may be quite different.

The best thing of all is that you can work out for yourself just what you want to do, and find out what happens; for that is what a simulation game is all about. The computer doesn't set out to trick you at all — all it does is add things up and keep the score. The only condition that the computer controls and is secret from you is how long you will be playing. But, if you really were marooned on an island, you wouldn't know from day to day how long you'd be there, would you?

You'll probably find that it is helpful to have a pencil and paper handy while you play in case you want to work out a few things in advance.

Before you play for the first time, make sure you're familiar with the Operating Manual.

Some things to think about and talk about

After you have finished your first game you might like to try answering some of these questions. The answers may help you understand how *Gold-Dust Island* simulates the real world.

1. *Cooperation:* What sort of cooperation is possible on Gold-Dust Island? Does it make a difference to the "ease of life" on Gold-Dust Island if players cooperate? How?

   Did you cooperate with anyone in this game? Did some players refuse to cooperate?

   Discuss a real-life situation where cooperation is needed to make a goal easier to achieve. Do you cooperate? Do others cooperate?
2. *Resources:* The resources available to you on Gold-Dust Island give you the skill to do a job, and the ability to keep doing it. For example, you need tools such as timber, hammer and nails to have boat-building skills, and you need water to stay alive.

   Were all the resources that are available on Gold-Dust Island used to best advantage? Did those people with specialist "skills" in gold digging or boat building use their skills to benefit the group, or just themselves?

   Discuss the services a family normally relies on (for example, the electricity department, milkman, doctor, baker, market gardener). It would be impossible for one family unit to supply all its own services. What happened when you played *Gold-Dust Island*? Did players share out the jobs and divide the profits fairly, or did each player try to become a gold digger and a boat builder as well as keeping his or her own water level topped up?
3. *Planning a strategy:* Did players discuss their plans or try to work in secret? Did you actually work out a plan for the whole group?

   Discuss some plans that are currently under way in your school, community, city and country. Usually the bigger the plan, the more people are needed to make it work. If people don't help, the plan may fail.

   If you **did** work out a plan with your fellow castaways, did it succeed? If the plan failed, can you suggest some reasons for this?
4. *Communication:* What sort of communication occurred in your group while playing *Gold-Dust Island*?

   Were there any arguments between players during the game? If so, what caused the arguments? Would you be happy to be marooned on a real desert island with people who argued over the points that your group disagreed on?
5. *Winners and losers:* The real winners in this game are players who are still alive at the end, and have something to show for their time. If the whole group is still alive at the end, then you have been really successful! How did the results turn out in your game?

   It's a good thing that this is only a game, isn't it? You can't replay the real world!

Tool value chart

Boat-building units		Gold-digging chances	
Timber	10	Explosives	10
Hammer	4	Pick	8
Nails	3	Shovel	5
Saw	3	Axe	3
Chisel	2	Rope	2
Axe	2	Timber	1
Explosives	0	Hammer	0
Pick	0	Nails	0
Shovel	0	Saw	0
Rope	0	Chisel	0

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